

CHAPTER 2

TERMINAL OPERATION

A. INTERACTION WITH THE COMPUTER

The device you use to communicate with the computer is the video terminal, or CRT. There may also be an auxiliary printer attached to the terminal which prints what is appearing on the screen as a permanent record. The screen of your terminal displays both your input and the computer's responses. The cursor, a spot on the screen indicating where the terminal is writing, will be referred to from time to time. The cursor is a blinking square on some terminals, and just an underline mark on others.

1. Terminal Keyboard. The-keyboard on your terminal is identical with that of a typewriter except for a few special keys. These special keys may be in different places on the various terminals you are likely to encounter, but most of them are present on all terminals. They are:

CTRL -- This is the control key. You will have only occasional use for it, but it will aid you in aborting or getting out of a program should there be some difficulty which makes normal exiting difficult or impossible.

DELETE - This key deletes characters which you have just typed. Pressing it will cause the cursor to move to the left one space and delete the character which was in that space. Holding down the delete key for more than a second will cause it to automatically move rapidly to the left. This can cause grief, so watch how long you hold this key.

BACK SPACE -- This key does not have the same meaning as it does in a typewriter, so do not use it except as specified in the instructions accompanying your specific terminal.

BREAK, LINE FEED, ESC -- These keys are for special functions which are not present in DAVIS. Please do not experiment with them as you may cause the loss of data you need.

NO SCROLL -- This key will be found on many terminals. Pressing it will stop the "scrolling" action on the screen. This means that you may freeze material you need on the screen before it

scrolls off the top of the screen. Pressing NO SCROLL will freeze the screen and, pressing it again, will return the screen to normal operation. Be careful not to leave it engaged, or you will not be able to enter any information, nor retrieve any from the computer.

Nearly all video terminals will have these keys; if yours lacks one or more, ignore the above information. It may be necessary to read the instructions accompanying your terminal to determine how to cause a deletion of a character if your terminal has no DELETE key.

2. Entering Information. On a typewriter, the RETURN key advances you to a new line and returns the element or carriage. On your terminal the RETURN key sends the line you have just typed to the computer. After typing commands, instructions or answering questions put to you by the computer, you will always enter RETURN or type CR (for carriage return) in order to send the information. At special times you will use other keys for this, but they will be noted carefully.

3. Interrupting a Program. There will be times when you will need to interrupt a program's execution and return to the menu. For example, you may have asked for a much longer printout at your terminal than you expected to receive. Rather than wait for a 7-hour printout, you can abort the procedure by holding down the CTRL key and pressing either C or Y. The CTRL/C and CTRL/Y instructions will do various things, but they will almost always get you out of a place in which you are stuck. You shouldn't use these for routine exits from a program. ● nly in emergencies.

NOTE : Do not use CTRL/C when in OLIVE.

In general, you shouldn't press a CTRL/C or CTRL/Y twice in a row; this will cause you to be dumped out of the program you are in, and perhaps log you out of the computer altogether. Many times, using the control functions will not result in immediate stopping of the program; there are buffers within the computer which must be emptied first. Be patient, these commands will usually work in a few seconds.

IMPORTANT

NEVER LEAVE YOUR TERMINAL UNATTENDED FOR ANY LENGTH OF TIME. LOG OFF THE SYSTEM IF YOU ARE GOING TO BE GONE MORE THAN FIVE MINUTES.

B. LOGGING INTO AND OUT OF DAVIS

There are four methods by which to contact the computer located at Wright-Patterson AFB, Dayton, Ohio. They are:

- = Direct Line
- = TYMNET
- = AUTOVON
- = Defense Data Network (DDN)

The following provides step-by-step instruction on how to connect and disconnect from the computer.

1. Using The Telephone.

a. TYMNET. Currently! the best method for contacting the computer by telephone is by using the communication service of TYMNET. By dialing the appropriate local number in your area, the common problems of AUTOVON (preemption and noise) are eliminated. Consult INFOCEN (AV 785-6175) for the current local TYMNET number. Here, by way of example, is how to get into the DAVIS computer over the phone. All of your input is underlined, throughout this guide.

(1) Dial the number for TYMNET and wait until you hear the high-pitched tone. Now, either place the phone handset in the acoustic coupler (the device that converts the computer's signals into sound) or place the phone on hold. Which of these you do will depend on the type of modem you have.

(2) The following message will be printed on your screen:

PLEASE ENTER YOUR TERMINAL IDENTIFIER

(NOTE: The above message may be garbled. If this happens, proceed as though it wasn't garbled).

Respond to this by typing an uppercase A.

(3) The message PLEASE LOG IN will then be printed on your screen. Enter:

IAFV4;XXXXXX (XXXXXX to be obtained from your Component
AV Manager)

(NOTE: The XXXXXX will not appear on your screen or printer. This is a normal security measure.) XXXXXX is a routing code that will be supplied at the time of your INFOCEN PASSWORD.

(4) If you make a typing error when entering "IAFV4" you will receive an error message and a request for "USERNAME" Respond thus:

IAFV4;XXXXXX

If you make a typing error when entering XXXXXX you will receive an error message and a request for PASSWORD. Respond with:

XXXXXX

(5) The computer will print out a few identification numbers and say: "WAFB is on-line". Enter RETURN once more to obtain the USERNAME prompt, if it doesn't appear automatically, from the DAVIS computer at Wright-Patterson AFB. With some terminals operating at 300 baud, it may be necessary to enter several RETURNS before the DAVIS computer issues the USERNAME prompt. You are now ready to log into the DAVIS system.

b. AUTOVON. You should only use the AUTOVON if you do not have access to a local TYMNET line. Remember, however, that when using AUTOVON, you run the risk of: (1) being preempted, and; (2) encountering unusual line noise which may interfere with your communication with the computer. Unlike TYMNET, there are no long log-in procedures to follow; your AUTOVON call goes directly to the computer.

(1) To contact the computer by AUTOVON, consult your Component AV Manager for the number to dial.

(2) After receiving the carrier tone and placing the handset in the acoustic coupler, or depressing the appropriate button on the modem, "enter RETURN twice and the computer will respond:

U S E R N A M E :

(3) You are now connected with the VAX 11/780 computer, and ready to log into the DAVIS.

c. DEFENSE"DATA "NETWORK(DDN). Contact INFOCEN (AV 785-6175) for instructions and a password. .

2. Logging Into DAVIS. There are two names which identify you to the computer, the first is the USERNAME and the second, the PASSWORD. The USERNAME is a name which the computer will recognize but does not allow you to complete the log-in procedure

unless you also enter the correct PASSWORD. The PASSWORD is a unique word or letter group which you should not share with others unless specifically authorized to do so. (Note: to obtain USERNAME and PASSWORD, see page 1-3, paragraph D1.)

Let's suppose your USERNAME is JONES and your PASSWORD, COCONUT; you would do the following to log in:

USERNAME: JONES (Don't forget to "send" by enterina RETURN)

PASSWORD: COCONUT

The computer will respond with:

WELCOME TO THE INFOCEN SYSTEM 4 - VAX/VMS 3.0

After successfully logging in, an announcement informing you of a message (referred to as Infomail), may be made. This announcement can also come at any time while you are connected to the computer. It will not interfere with whatever you are doing or the processing of your request. (See Chapter 7 for a complete description of Infomail.)

At this point you are logged into the computer. Next you will receive a message requesting your terminal type.

ENTER TERMINAL TYPE: VT100

We have used a VT100 here because it is the most prevalent terminal type. If you are not sure of the type of terminal you have, consult with your computer representative. If you simply enter RETURN instead of entering a type, you will receive a list of the terminal-type options which the computer recognizes. Enter the appropriate code.

You will now receive the menu prompt:

ENTER FUNCTION CODE OR PRESS RETURN FOR THE MENU:

If you have. no idea of what you want to do, go ahead and enter RETURN to see the selections which are available. This guide will discuss only the BASIS and the MAIL options. If you already know what you want to do, simply enter the function selection and enter RETURN. Execution will be automatic from this point.

Occasionally, the computer, or TYMNET, will drop (disconnect) a user before the terminal session is complete. On a query-type

session no damage, other than loss of data sets, occurs. The solution to the problem is to begin the process again. In an editing or data-entry session, nonexperienced operators should contact INFOCEN for recovery guidance (see p. 1-3).

3. Logging Out. It is absolutely necessary to log out of the computer. If you do not, you may have difficulty in logging in again. Logging out of the computer is considerably simpler than logging in. All you need do is exit the routine you are in, using its standard exit commands, and get back to the menu prompt. At the menu prompt, enter LO and you will be logged out. If you are using the phone, now you may hang it up. If you were on a direct line, you may need to log out of a second computer, but that will be told to you on the screen.